



[Menu](#)



NO  
EXCUSES



REALIZE



Menu



Menu



# AUDIO

[Menu](#)



LESS  
RAM  
CPU  
ACCESS  
PEOPLE

MORE  
PLATFORMS  
CHOICES  
FREEDOM

DIFFERENT  
CONSTRAINTS  
TARGETS  
CHALLENGES

PAST

[Menu](#)



NO  
EXCUSES

Menu



FOCUSED  
ON  
FEELINGS  
DYNAMICS  
AESTHETICS

[Menu](#)



EVOKING  
EMOTION  
WITH  
SOUND



Menu



WAVE SOUND  
PERCEPTION  
EXISTS?  
IN  
TIME



FREQUENCY  
UNIQUE  
VOCABULARY

THERE'S  
NO  
SCREEN  
SHOT  
FOR  
SOUND

[Menu](#)

# SOUND

## IS

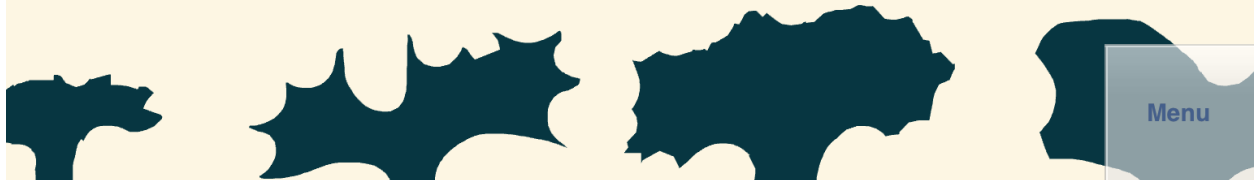
## NOT

H  
A  
R  
D

TO EXPLAIN  
TO ARTICULATE  
TO GET RIGHT

H  
E  
A  
R  
D

TO CREATE  
TO INTEGRATE  
TO SUCCEED

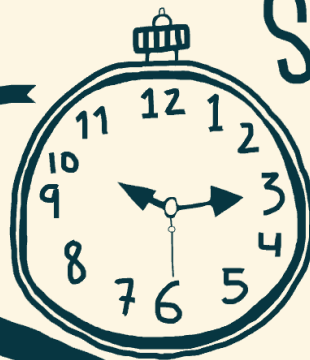


Menu



Menu

BALANCE  
SELF



SCHEDULE



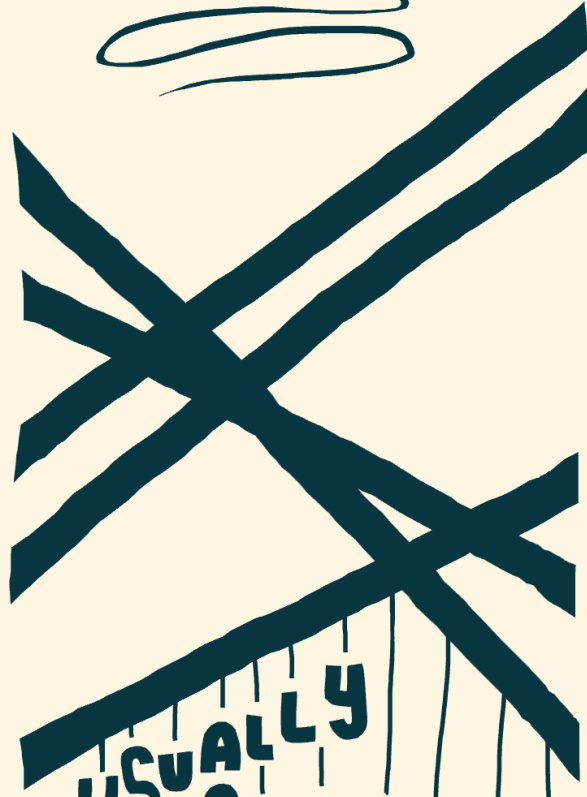


Challenges  
no  
Longer  
Technical

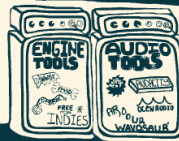
[Menu](#)

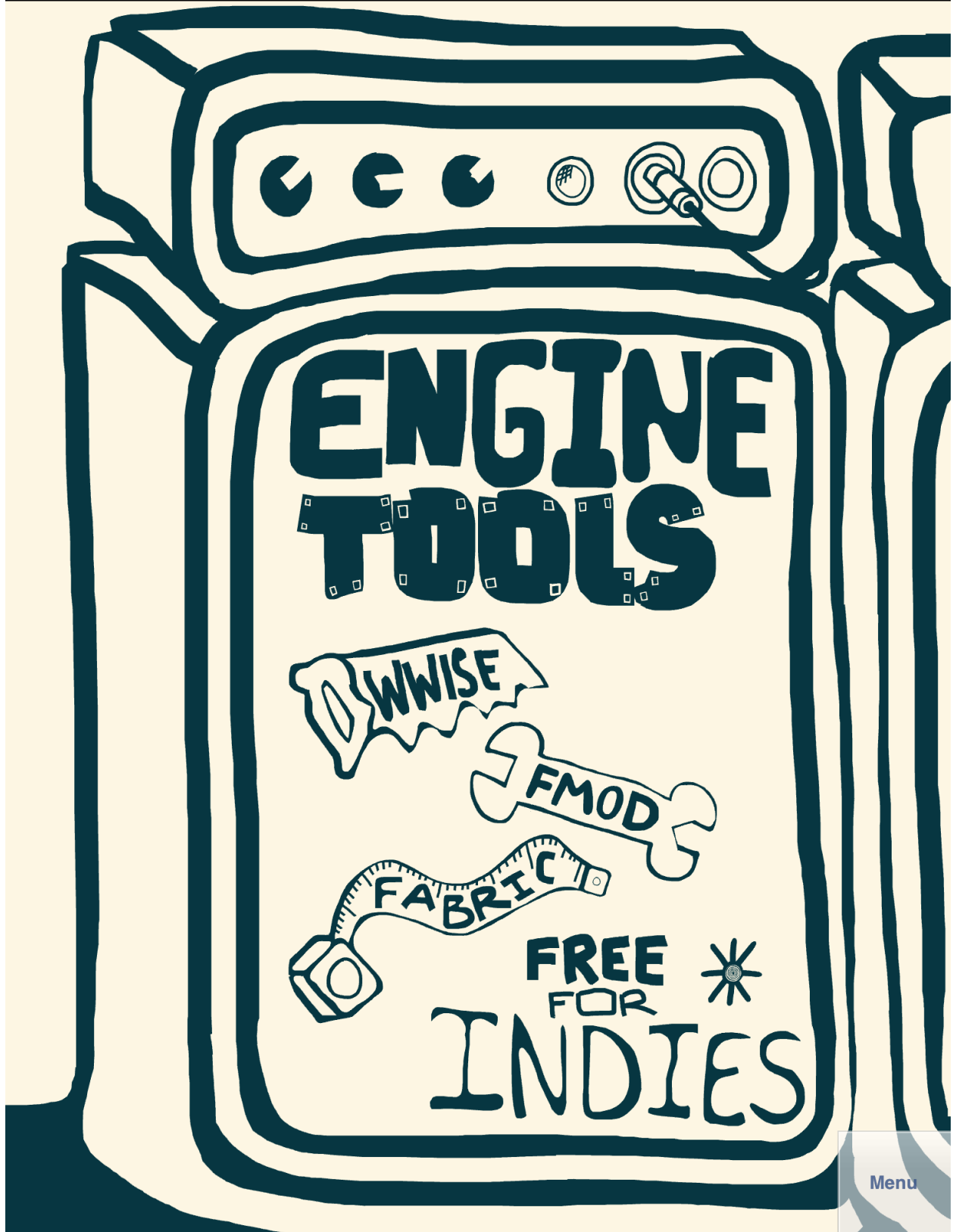
**SAME**

Challenges  
no  
Longer  
Technical

**DIFFERENT****P  
R  
O  
B  
L  
E  
M  
S****P  
L  
A  
T  
F  
O  
R  
M  
S**

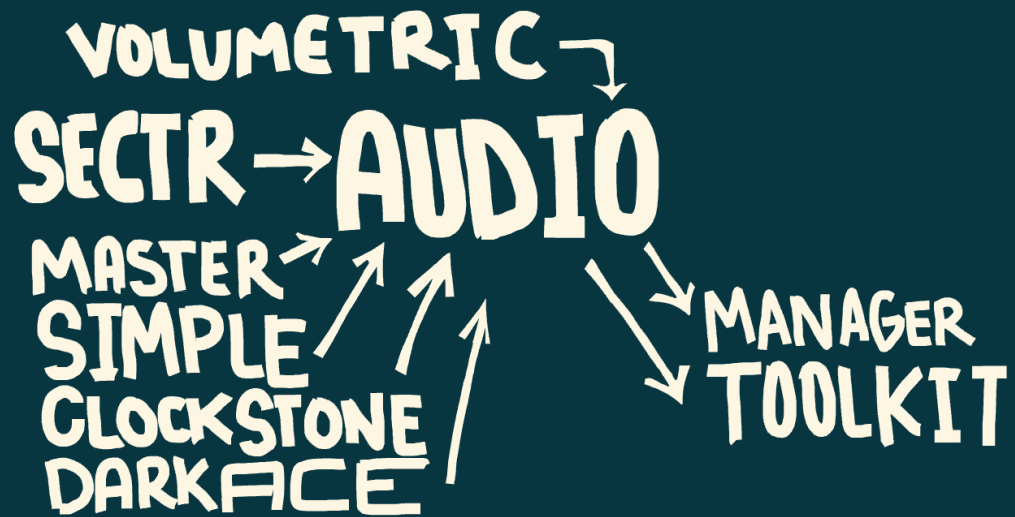
USUALLY  
ALREADY  
SOLVED

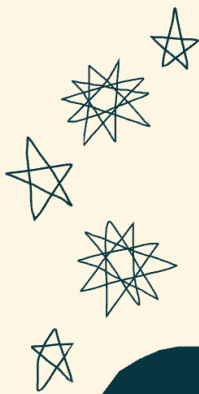
[Menu](#)



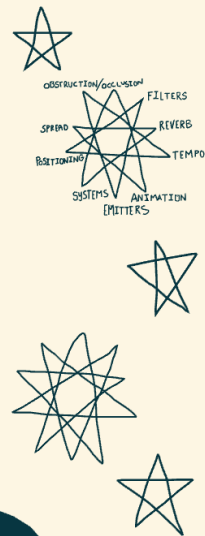


# UNITY ASSET STORE





freesound  
.org

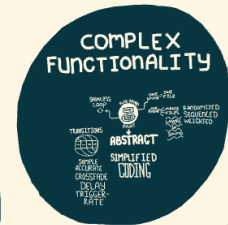


CUSTOM  
CONTENT

Menu

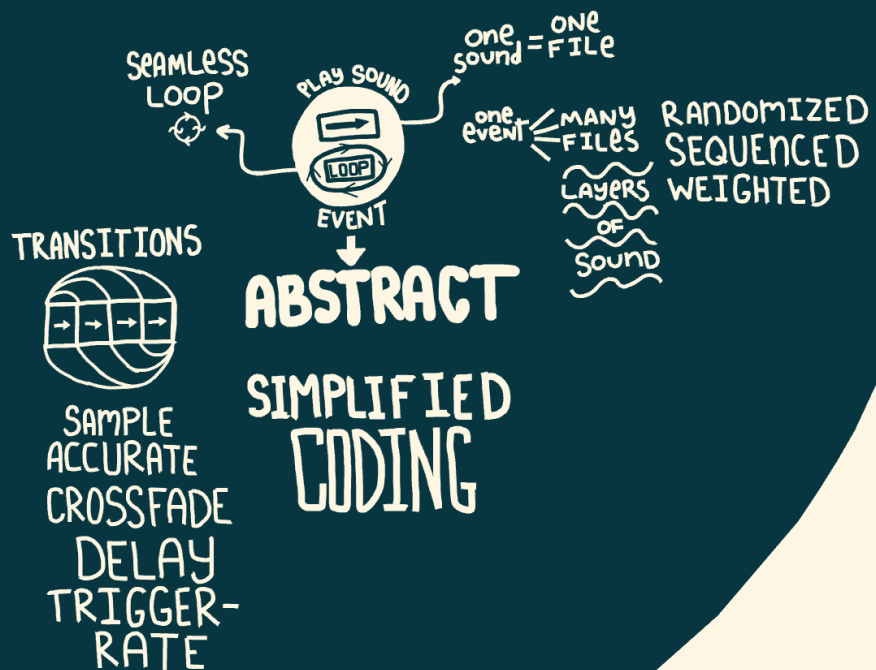


# TECHNIQUES

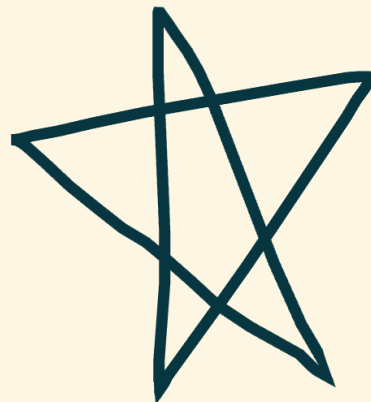
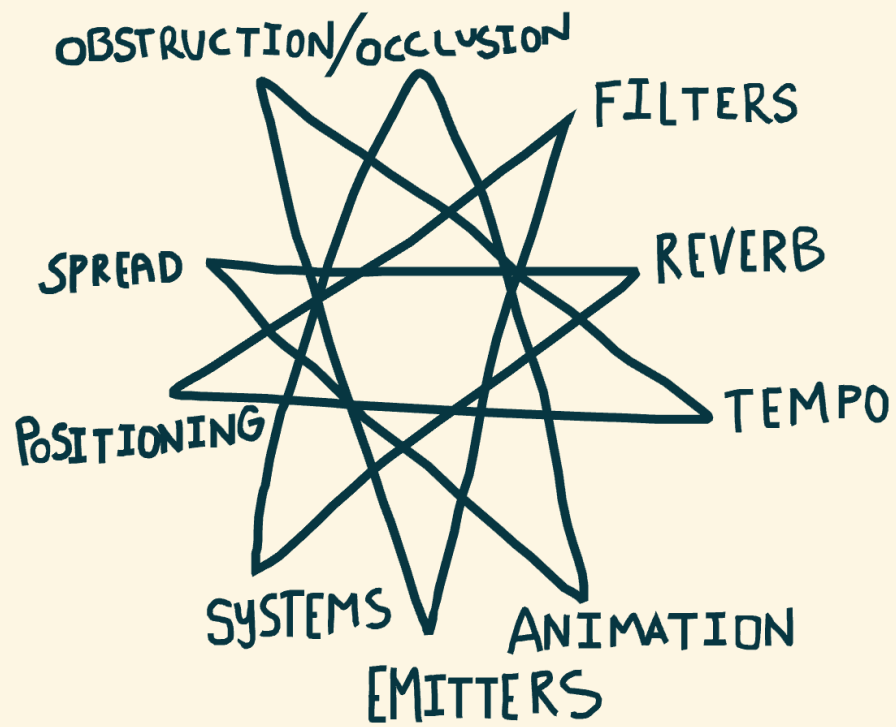


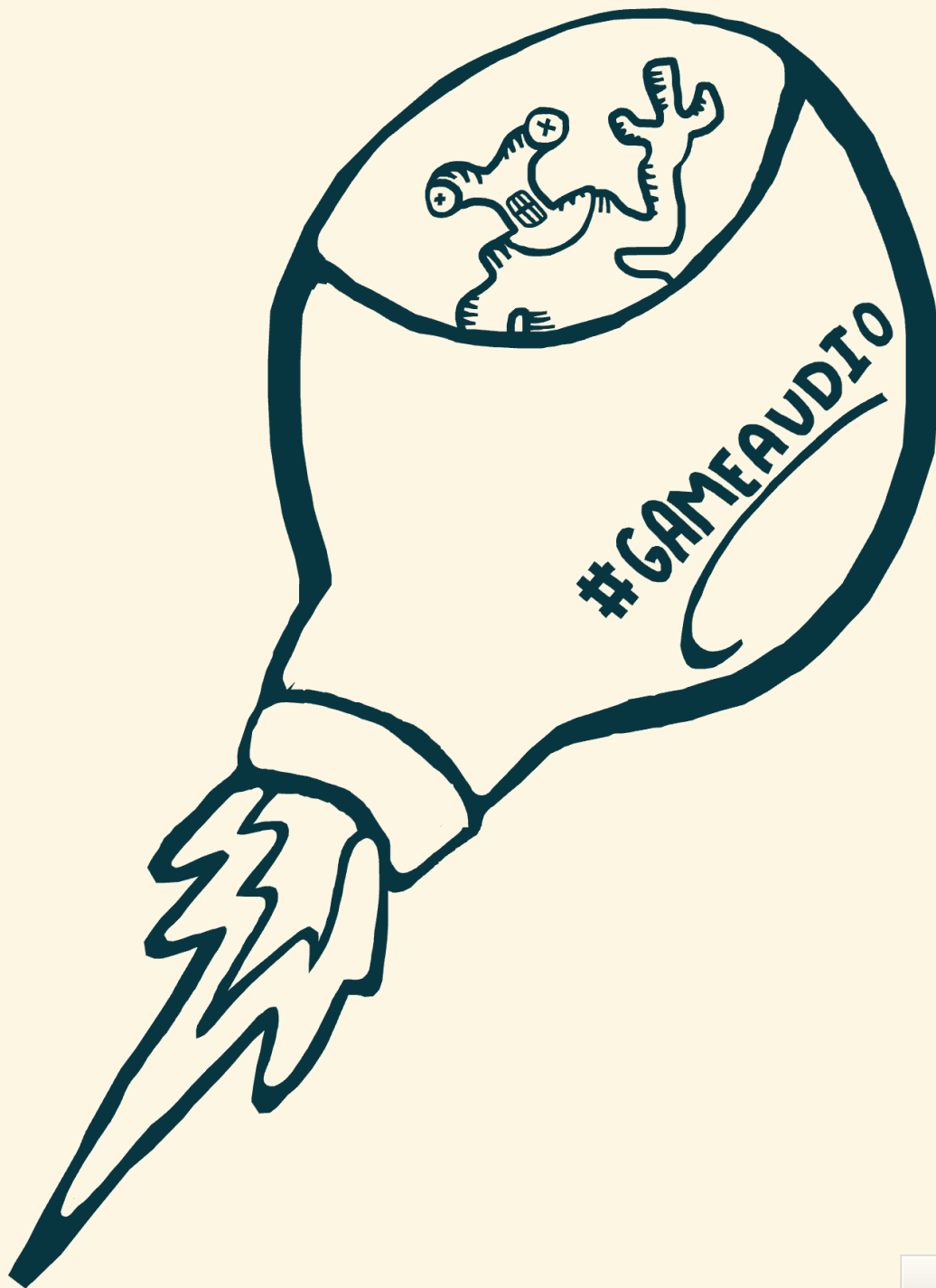
Menu

# COMPLEX FUNCTIONALITY

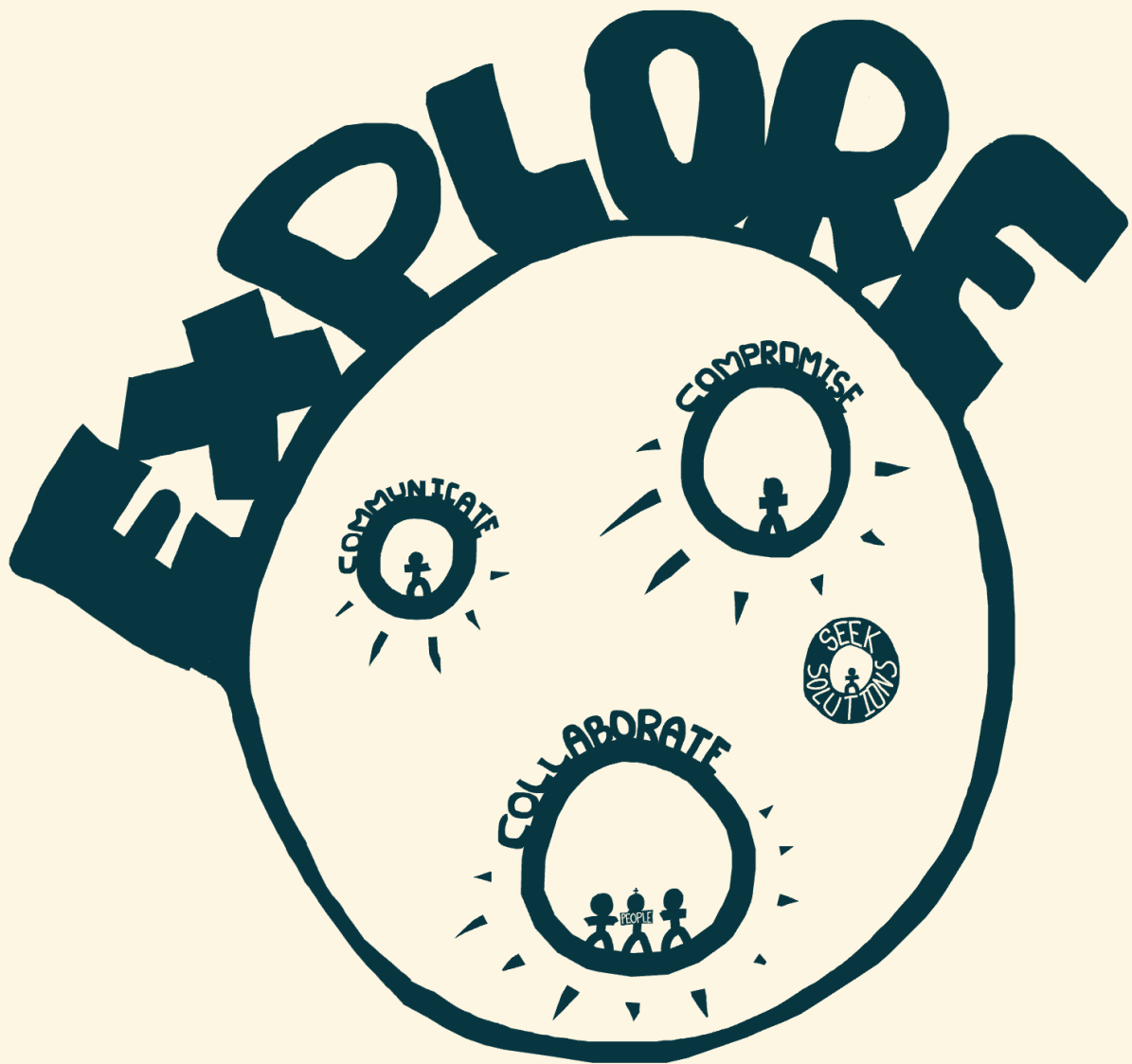








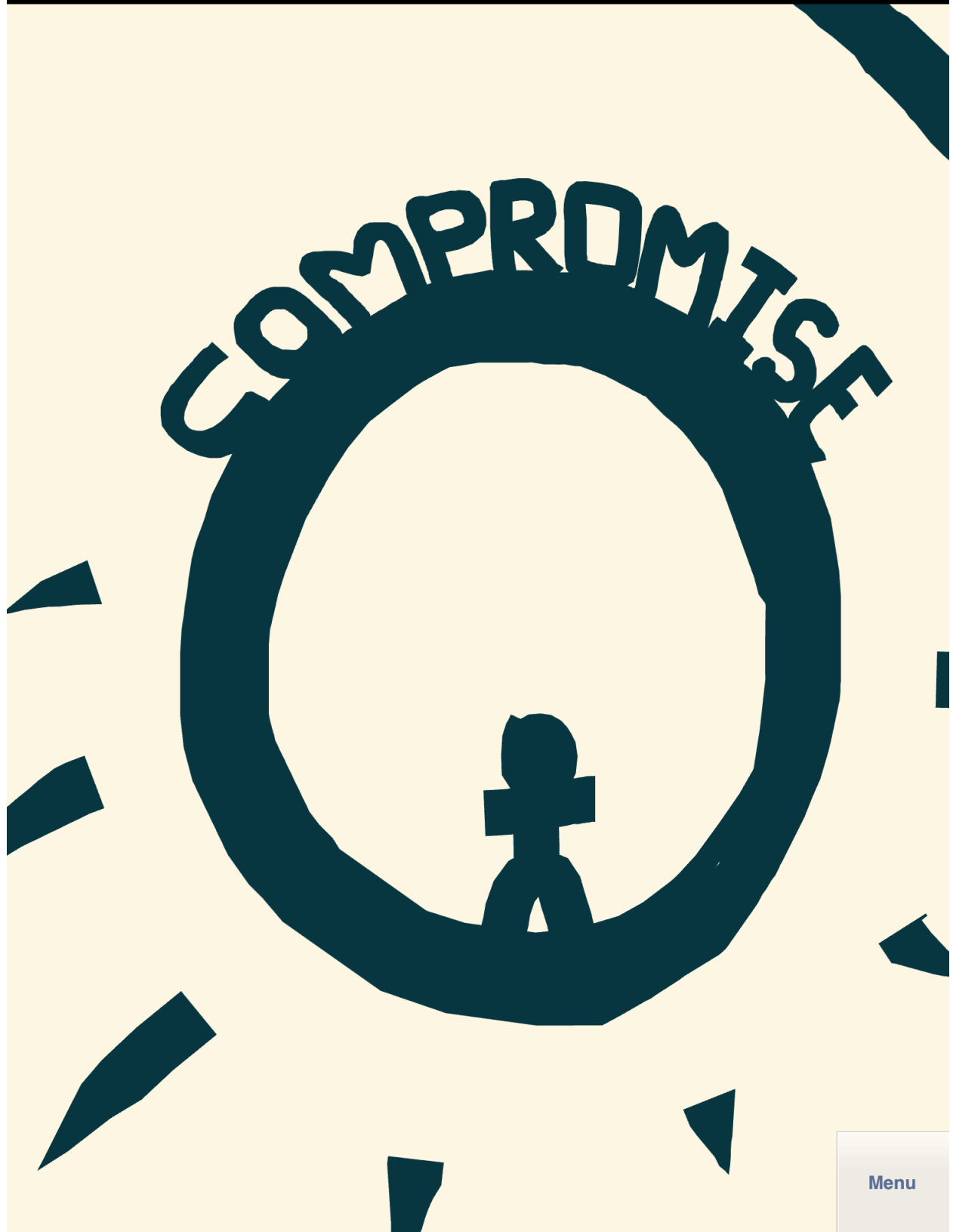
Menu

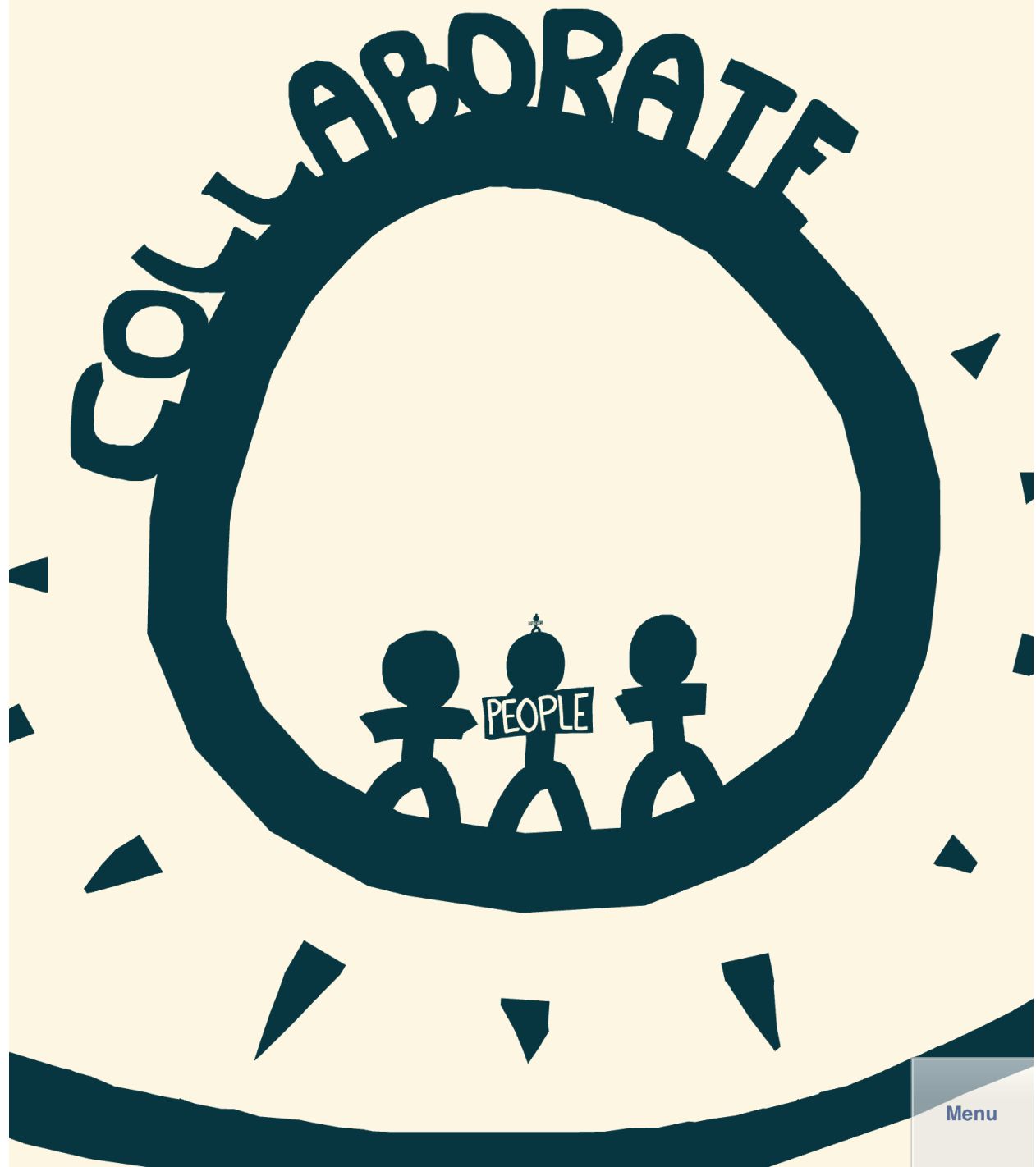


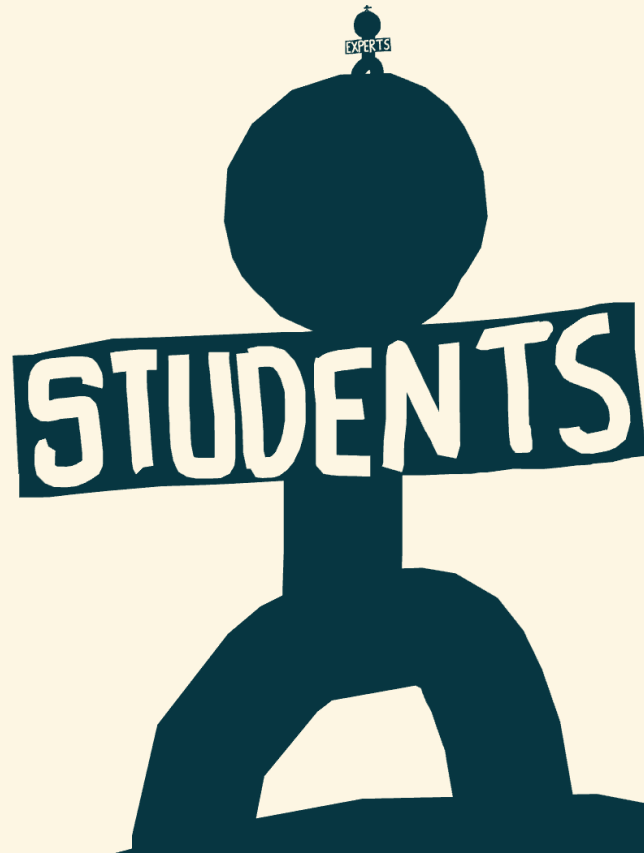
Menu



Menu







Menu



Menu





# SPECIALISTS

Menu



[Menu](#)



[Menu](#)



# COMMUNITIES



Menu



IGDA  
GENERAL  
AUDIO S.I.G.  
IASIG  
GANG  
#GAMEAUDIO.

Menu



Menu